

Dead Rising



By LDAnon

The next world you are going to is one of horror, a tribute to zombie movies everywhere.

At one point in time, Frank West arrives in the small town of Willamette, Colorado, which has been cordoned off by the National Guard. Watching an unusual riot occur on the ground, he gets dropped off on the roof of the town's mall, only to discover survivors barricading the entrance from the riot's actual cause: a zombie outbreak.

At another point, Chuck Greene is performing in America's most dangerous game show, *Terror is Reality*, to win enough money to supply his daughter, Katey Greene, with the drug that suppresses her zombie infection. When a terrorist attack releases the zombies used for the show and traps him and his daughter in the outbreak zone, he must survive while clearing his name from accusations that he caused the outbreak.

At yet another, the government has mandated that all infected individuals wear a chip to track their movements and automatically dispense the zombification-suppressing drug to keep them healthy. When an error in this chip causes the city of Los Perdidos to suffer a massive outbreak, mechanic Nick Ramos must now survive while finding his own escape out of the city.

This is the world that you find yourself in. It's best to find your weapon of choice and get ready to fight, for the zombie hordes are just as ready to eat you alive.

You will start this jump with +1000cp.

Timeline

You can choose any of the points below to be where you are dropped into this world. You will begin at the same location where the particular outbreak is happening, surrounded by a military cordon to contain the outbreak.

1990s, Santa Cabenza - Where It All Began: The United States, facing a beef shortage and attempting to find solutions, discovered a unique species of wasp near the Central American town of Santa Cabenza, showing potential of stimulating the appetites of cattle. Soon, they would discover its horrifying effects if not secured properly, and the United States military went in to cover up the outbreak, killing all survivors and zombies they found. Unknowingly, two orphans also survived, Carlito and Isabela Keyes, who would ultimately seek revenge for the destruction of their beloved home.

September 19, 2006 - The Willamette Incident: Many years after the destruction of Santa Cabeza, Carlito Keyes decided to begin his revenge against the United States. Releasing the zombifying wasps throughout the town of Willamette, by the time the U.S. Military cordoned off the town, the vast majority of its population was killed and zombified. It's only after this incident that the horror of zombies was revealed to the rest of the world, thanks to Frank West's efforts.

September 25, 2011 - Fortune City Incident - Five years since the Willamette Incident, with three more major outbreaks having occurred in Las Vegas, Still Creek, and Smithsville. Since then, zombies, or more specifically killing them, has come to television with the controversial TV show *Terror Is Reality*. It was in its seventeenth season when, due to terrorist action, the vast horde of stored undead was released on the city meant to replace Las Vegas. The supposed terrorist who did this, Chuck Greene, now has to survive and keep his infected daughter alive amidst other sinister plots framing him and the zombie rights group CURE for causing another tragic outbreak.

Alternate Fortune City Incident - Frank West Is An Asshole - Let me take you to an alternate version of the events of the above outbreak. One where Frank West participated in *Terror is Reality* in addition to Chuck Greene; where Katie Greene was unfortunately killed before Chuck could reach her; where all the heroes of the original tale are now villainous or psychotic, and in general one where the world revolves slightly around a more humorous, self-absorbed, and cynical take of the outbreak, told by Frank West 'if he was there'. These events didn't 'really' happen, but it's a fun what-if, isn't it?

March 23, 2021 - Los Perdidos Outbreak - After years without outbreaks, due to the US government mandating that all infected individuals wear privacy-invading Zombrex chips, a malfunction has caused a new outbreak which no one was prepared for after such a long period. A mechanic named Nick Ramos must survive as Zombie Defense and Control quarantine the city and prepares to destroy it to contain the outbreak. Unbeknownst to Nick, however, a secret about his past offers the possibility to finally end the zombie threat worldwide once and for all.

September 4, 2021 - Willamette Megaplex Outbreak - After the cure for zombieism is released and the world finally does not need to worry about the destruction of cities, Frank West is now teaching College Photography. When one of his students insists on conducting a highly dangerous investigation at a top-secret research lab, an accident during their escape leads to a new outbreak, and Frank goes on the run from the government. Ultimately, learning of a new outbreak in Willamette, he vows to find the truth behind the outbreak after discovering that his former student is also seeking the cause of the outbreak herself.

Regardless of your choice of where to be on the timeline, you will arrive on the day the protagonists of the outbreak get involved, whether it is day one of the outbreak or several days in. You will remain here for ten years after.

Backgrounds

Now that you have decided on when you will be here, it is just as important to determine who you are as well. Any of these origins may be taken as a **Drop-In**, with all of the advantages and disadvantages that implies. For your **Age**, roll 1d8+17 or 1d8+28, at your convenience, with your **Sex** remaining the same. You may select your age and change your sex for a **100cp** surcharge.

Journalist: Out to get the big scoop, huh? Determined to make it big in the world of journalism, you found yourself heading to a city where something strange is afoot. Little did you know, there was more to what was happening than what the outside world is aware of. Can you survive to get out the scoop?

Motocross Driver: Even as zombies became a more and more common part of life throughout America, it didn't change Americans' desires for thrilling stunts. You have been one of the many fulfilling said thrills, both for yourself and others. Now trapped in a new outbreak, your thrilling stunts will have to carry you to survive the undead hordes.

Mechanic: You were a relatively simple individual. You worked at an autoshop, fixing up cars in your day-to-day life. Unfortunately, your auto shop found itself in the middle of a zombie outbreak. Having to fight for your life with no way out, perhaps you can use your skill to some use here.

Underworld: Most people just want to survive when shit hits the fan. You? You know that you have to risk it all if you ever want to win big. When the outbreak began, you began moving out, intending to profit from the situation as much as you could. Be warned, however, for the undead hordes do not care for your reasons to be here, only that you are fresh flesh all the same.

Conspiracy: You are part of a group that likely knows more about the situation here than they are letting on. Whether it is part of the cause or part of the cover-up, you are now here to manage the situation before pulling out with everyone else. Hopefully, you don't fall victim to the crisis caused by your fellows, eh?

Psychopath: Many people handled the outbreak well. You snapped, to be plain. After all, when chaos reigns, who is around to tell you what to do? Neither zombies nor other survivors will stop you, so you might as well enjoy yourself.

Perks

All perks are discounted 50% for their respective origin. For **100cp** perks, you will instead receive them for free.

General Perks

Prestige Points [Free For This Jump/100cp to Keep]: Many of the heroes of these worlds, while amazing in their own right, didn't start the legends they would ultimately become. Instead, their actions during the outbreak made them into the legends they are.

You now gain Prestige Points whenever you do something significant or ballsy during a major crisis. Whether it is killing zombies, finding and rescuing survivors, or blatantly ignoring danger to cook food, you will gain points. Gain enough, and you will level up, improving your ability to fight and survive. No matter how strong you are at the beginning of this process, at the end you can expect yourself to be able to take out zombies casually with your bare hands, while tanking even gunshots to a minor extent, though I wouldn't press your luck too hard if the military comes a-knockin'.

Edible Health [100cp]: With the various injuries that can be caused here, whether by zombie or psycho, you would think that first aid would be a higher priority, but those injured here have a different priority. Food now has a restorative effect on your health, mending minor wounds when eaten as if nothing happened. This healing effect is generally stronger for healthier and cooked food, but regardless, you can expect to get something from a meal as long as it's reasonably edible.

Boss Soundtrack [100cp]: I get it, with all the crazy things you interact with here, what you can hear may not be the highest priority to consider what you will listen to. That being said, how else are you going to show those who fight you that you mean business?

You now receive your own boss theme when fighting others, a rock or metal track which will be appealing to you and describes who you are or your philosophy well. If you wish, other people nearby can hear this theme as well to know of your presence. I hope you enjoy it, because I also guarantee it will never get old, though you can toggle it off completely if you choose.

Knowledge Is Power [200cp]: Throughout the various locales in this world, it's no big surprise that during the various zombie outbreaks that are taking place here, books and other reading material are not exactly a high priority for most survivors. But you might find a use for them.

Whenever you are holding a book on your person, you will get various bonuses related to the contents. This can vary from increasing the durability of various items you find when used as a weapon, to increasing the healing properties of food or other consumables, to outright temporarily teaching you new skills and languages as long as you hold the book. Even guns can miraculously hit harder and carry more ammunition if you have the right book. While an individual item can only benefit from up to three books, that is more than enough to make even a flimsy plank last several zombie bludgeonings with barely a scratch.

Tape It Or DIE! [200cp]: Honestly, if you are heading here, you are probably aware of the various combo weapons. Whether it is by expertly duct taping knives to boxing gloves to make a pair of knife gloves capable of tearing a zombie to ribbons, or combining a sledgehammer with some fire axes to create an axe-hammer combo capable of annihilating zombies in a single swing, these weapons can easily eviscerate the zombie hordes if used properly.

You are now quite skilled in creating these combo weapons out of more mundane components. These combo weapons also tend to be far more than the sum of their parts, like creating a laser sword out of some gems and a flashlight, or somehow creating a functional auto-turret out of a robotic toy bear and an LMG with just some duct tape to keep them together. Even using these weapons is far easier than they have any right to be, so feel free to tape some chainsaws to that paddle and swing it around like it is nothing.

As a final bonus, taking this perk will also let you make any combo drink at a blender, somehow materializing the correct colored thermos it is stored in when complete.

Journalist Perks

Photography [100cp]: As a journalist of your caliber, at times you will be expected to get your own footage in order to tell your story. Thankfully, this is easy for someone of your caliber. You are now extremely skilled at using cameras, be familiar with both how to use them as well as proper shot composition in order to get proper and well-made shots. Excellent if you are in a dangerous situation where you need a picture now and not later.

Covered Wars [100cp]: Like a certain other photographer, you didn't get your fame from being a coward. After all, the greatest reporting comes when you talk about places in crisis, so keeping your nerves under control is more important than ever. You have the demeanor to push through stressful situations, being more than capable of wisecracking through a crisis. Of course, actual trauma can still haunt even the most stoic, but you will be able to keep a clear head even in the middle of the crisis.

Right on Time [200cp]: No matter how much you deal with it, it is sometimes difficult to track everything in the middle of an apocalypse like this one. You are on one side of a mall tracking some conspiracy, only to be told of some nutcase harassing survivors on the other side. Never fear! You are skilled at keeping track of how long these situations last before you have to deal with them. As long as you are aware of the situation and it's not extremely long-lasting, keeping track of it should be a breeze.

Awning Katana [200cp]: Okay, who put that there? You have some extremely unusual luck in finding useful items in places where they otherwise shouldn't be. Whether it's a katana being left on an awning next to a juice stand or random pieces of dynamite being left throughout a mall, you will find useful items and weapons in many places as long as you are willing to look. Just don't become reliant on these, or you might find yourself looking for a weapon that isn't there.

Fantastic! [400cp]: Being good at photography is nice, but taking pictures is hardly the most advantageous thing in the middle of a crisis. For you, however, there is a different benefit. Whenever you take high-quality photos that can elicit strong emotions, you find yourself gaining experience in any game-like system you possess, with stronger and higher-quality photos granting more experience. While you directly need to be involved in taking the photo in order for this to give anything, you can find yourself getting a few levels purely through flash photography if you are skilled enough.

Keeping Strong [400cp]: Sometimes, your luck runs out in these kinds of outbreaks. A zombie finally grabs and bites you, and now you are infected with something that will destroy your mind and turn you into another member of the horde. Unlike the average person, however, your willpower grants you the ability to resist zombification or similar effects longer than most survivors, even letting you keep your mind for a bit when you have already become a zombie. Using this time to find a solution for your condition is likely the best option, but I'm sure there are other uses for a half-zombified state that you can find.

Breaking It Open [600cp]: Here it is. The conspiracy has successfully buried everything and just needs to clean up the remnants, and no one will ever know about their misdeeds. The public will believe whatever slop they put in front of them to explain, and the truth will remain forever buried. If only they accounted for you.

Whenever you factually report on an incident, nothing will stop your version of the story from being told as long as you survive. The government will fail to censor you, the conspiracy will fail to deflect your findings, and your story will inevitably spread throughout your target audience. The more information and evidence of the situation you provide, the stronger this effect grows, and having a perfect explanation about the situation will guarantee that society doesn't forget about the incident and those who caused it, regardless of attempts by others to cover it up. Its up to you for everyone to learn the truth.

Motocross Driver Perks

Stunt Driver [100cp]: Whether it is motocross or Terror is Reality, vehicles are an extremely common part of American culture, nowadays as a tool for running over the undead hordes. Motorcycles in particular stand out as a favorite for those getting their adrenaline pumping, regardless of what death-defying feat you choose to do. You are now a skilled driver of all motorcycles, being more than capable of pulling extreme tricks off of them. You can also maintain your balance casually while driving through zombie hordes and up steps, for those who are ready for more indoor applications of these vehicles.

Contestant [100cp]: It looks like you are quite enjoyable for the cameras to see. In fact, depending on when you enter this world, you were likely a favorite to win Terror is Reality, at least before the outbreak hit. Regardless, you are quite skilled when competing in game shows for the chance of profit; you intuitively can score points in physical challenges, and the ease of problem-solving for any mental task will make winning such a challenge a breeze. Making a living just playing these shows is well within your capabilities.

"Chuck Greene! Wow." [200cp]: Why is it that when something horribly wrong occurs, there is always someone who sides with the worst people? Regardless, this is more exploitable than it sounds.

Whenever you get a certain level of fame or infamy, you will have a tendency to attract people who get inspired by your actions. Just as Chuck Greene attracted both Lean and Brandon with the actions he did and did not commit, you will attract psychotic fans who will try to replicate what actions you committed. With enough effort, you could get these people to follow you as actual successors. Rejecting them though, could lead to a fight, so be warned. This perk is toggleable in case you don't want crazy people to get oddly inspired by you.

Whatever It Takes [200cp]: Could you truly do anything for those you loved? Regardless of your answer now, you deserve something to make the endeavor easier.

Whenever you are attempting to do something for a loved one, you will find that the various things that may cause friction in those goals will disappear. Important but rare medicine will still be available. When they are in danger, you have just enough time to rescue them, and in general you are far more capable of meeting their needs. All so you can keep being with them, regardless of their circumstances.

I'm Number One! [400cp]: With the sheer number of zombies out there, it's not a big surprise that some individuals handle it better than others. Especially with the hordes growing ever larger as time goes on, it is going to take a big man in order to deal with them all, and an even bigger tool to slaughter them all.

When it comes to using vehicles as a weapon, you can achieve with ease what many others may only dream of doing with the undead hordes before you. Not only will these weapons of vehicular mayhem be more effective in your hands, but you find that any incidental damage from the undead is minimized when used. So go and drive through the undead hordes; it will at least clear things up for other survivors.

Clear Your Name [400cp]: It can be quite frustrating when you are framed for a crime you didn't commit. Many people will stop listening to reason and assume any reports about you are true, regardless of any other context. With this perk, however, you can get the leg up against any false accusations.

Whenever you are framed for a crime, opportunities to prove your innocence will fall into your lap. The original reporter will be in your area and willing to hear you out. Suspicious circumstances will indicate the story is far more complicated, and even the original criminal will remain nearby for otherwise unrelated reasons. As long as you put in the effort, only things you actually did could ever be pinned on you.

Best Dad In The Series [600cp]: Chuck Greene was willing to do anything to support his daughter, up to and including becoming a major crime boss in order to continue affording Zombrex. This kind of stress was enough that his daughter, Katey, outright ran away so he wouldn't have to worry about taking care of her anymore. Little did he know that Katey, going by her middle name, proceeded to become a badass on the same level as her father as a means of surviving. If only your progeny could get a similar benefit.

Whatever effort you put in to raise your kids, it will be returned in kind by them and their efforts. They will grow to care about you more and more, caring about you as much as you cared about them. After they care about you as much as they could, any further efforts will also improve how good they are in your skills as well. Let a badass raise badass kids, after all.

Mechanic Perks

Skilled Mechanic [100cp]: What can I say? You know your way around machines. Whether it is a car, motorcycle, or some other vehicle, you have the know-how to do any repairs that a skilled autoshop could do, as long as you have the appropriate parts. Even modifying these vehicles into weapons is not beyond you, though, without **Tape It Or DIE!**, these weapon modifications will still be bound by reality, as any weapon would normally be.

Brave Coward [100cp]: Unlike Frank and Chuck, who had strong reasons to continue their missions and risk their necks throughout their adventures, Nick was far more cowardly. He regularly expressed fear toward the various threats that came his way. Even then, he still could move forward and face these threats in order to escape the city with everyone else he saved along the way. Your ability to resist your own fear is also similarly increased, both to let you fight on despite the fear and to let you operate with a clear mind despite it.

Escape or Die [200cp]: Ultimately, when it comes to an outbreak like the ones you see here, it's important to realize that ultimately your survival is the most important goal. Your morals ultimately mean nothing if you don't survive at the end of the day. The real question is, can you keep being the person you were after everything that has happened?

For you, your morals will avoid any form of decay when put in a harsh situation; you won't suddenly become used to killing just because you killed someone, you won't become more willing to sell out your friends just because you needed to do it once to get something for your escape. At the same time, you can suspend this effect when you truly need to do something for survival at will, so you are not stuck in a terrible position. As a final boon, in case you want to genuinely weaken your morals, you can allow your morals to backslide on a topic permanently, so you don't have to be concerned about these decisions. I hope it is worth it.

Get This Plane Fixed [200cp]: So you are trapped in a massive outbreak, and are completely unable to escape due to the military cordon. So what can you do? In your case, you might find yourself not nearly as trapped as it may seem. Whenever you are trapped in an area against your will, whether it is something as small as a cell or as large as an outbreak, means of escaping will slowly show up. Whether it is your shackles being surprisingly loose or a local collector having donated a relatively easy-to-fix-up plane, you will never be without any means of escaping the mess you find yourself in.

One Man Workshop [400cp]: Most people, in order to create the various combo weapons we see here, require complex tools to get them constructed. That being said, you are not exactly most people, are you?

You are capable of manipulating raw crafting ingredients as if you had a proper workbench to use. Any tools you need to work with just appear out of nowhere, and you have effectively infinite duct tape, nails, and screws. While this alone isn't enough for more exotic tool requirements, you are now well armed to handle anything less.

Posse of Survivors [400cp]: Here you are, trying to handle everything yourself, when you are hardly the only one out there surviving everything. Indeed, you should be able to get more done if you rely on them. In turn, they will rely on you to lead the charge.

People who are under your leadership get a noticeable boost in competence and bravery in the face of danger. They will not flinch in the face of danger and will competently use weapons that you hand them to support you and your orders. Even a mediocre individual can be a great help with this perk, not to mention someone who is already skilled.

Number Twelve [600cp]: Nick Ramos was unique among Carlo's orphans in that, instead of being loaded with a dormant parasite to serve as another time bomb, he was instead secretly loaded with a cure to the entire disease. A trait that you now share with them.

Your body now contains a perfect antigen for all possible zombification diseases, both here and in future worlds. The worst zombie bite will at worst lead to an infection, and will otherwise heal like any other wound, while more exotic diseases just disappear. Additionally, the fact that you are immune to all these diseases also means that your blood has the means to cure others of this disease as well, as long as you take the time to infect yourself with them at least once, and someone more skilled properly synthesizes a drug out of it. Let these diseases never again take hold.

Underworld Perks

Looters [100cp]: You know what they say? Never let a crisis go to waste. After all, with everyone busy with the crisis, who is to stop you from getting away with a lot of amazing gifts? During a crisis, your ability to rob and steal from locations increases, as no one will actively come to stop you. It won't help if the place you are going to is inhabited, but it's a start for your future fortune.

You're Gonna Have To Risk It All... [100cp]: The first thing you need to have when you are going into showbiz, beyond a pretty face, is the charisma to rile up a crowd and to get them to cheer for you. While I can't necessarily help you with the former quality, I can definitely help you with the latter. You now have the charisma and skills to casually run a game show. Even a show like *Terror Is Reality* could rapidly rack up seasons with the ratings your face alone draws to it, though you should probably work on keeping the show quality up, too.

The Free Market At Its Finest [200cp]: It's one thing when you are in a normal situation, trying to sell ill-gotten gains. After all, if someone doesn't like your prices, they always have the option of going to a more reputable dealer. The moment everything goes to hell? At that point, you can really benefit from a bit of a price increase. You are capable of taking advantage of artificial shortages well, effortlessly jacking up the price almost a hundred times without anyone being able to do anything about it. In fact, they will buy it with little grumbling afterward. Just make sure that you leave enough room for repeat customers; it's hard to fleece a dead man over a desperate one.

We Got Fresh Meat! [200cp]: But why try to make a profit with society collapsing when you can instead take control of the city? Whenever a crisis happens in an area, you are quick to be able to take over the operations and territory of the region while more legitimate authorities have been eliminated. Of course, without strength and manpower, this control might be far more tenuous than you may like, but with enough behind you, even legitimate authorities might fail to reassert control of the areas you have been to.

I'm A Realist [400cp]: Family is a very important thing to consider when you are trying to survive in a major outbreak. That being said, no matter how much you may care for your family, sometimes a little betrayal will carry you a long way to fixing all of your problems.

If there is an opportunity to betray your friends, family, and allies to others for profit, these deals will inevitably reach you in some way. As an additional bonus, these deals are always genuine, with the perpetrator being perfectly fine honoring their side of the deal in exchange for your betrayal. It might seem harsh, but you always had a family of one compared to those who openly claim to care but would abandon you in a second. Just hope you don't regret it later.

Chuckie! You Made It Out. [400cp]: You are a slippery little bastard, are you? People may be constantly on your trail, but no matter what happens, they always seem to be one step behind you. Someone finds your operation while it's still loading equipment? You can shut a gate on them before they get close. They manage to break through that gate? You are already fleeing on an underground train. They make it onto the train? You conveniently can separate the cars right before they make it to you.

In general, you always find more opportunities to escape from pursuit than anyone should ever rightfully have. Things line up to let you create barriers between you and them, and you can always quickly find new ways to lose pursuers. Even if you do finally get captured, it's unlikely your pursuers will kill you immediately, giving you another chance to escape later.

...To Win Big [600cp]: Sometimes, you have to take a gamble to truly get ahead in this world. Petty crimes will barely get you ahead, and short-term shows are barely enough to make a dent in your ambitions. What you really need is a crisis to really meet all your goals in life, before absconding with all of your winnings.

Once per decade, you can decide to cause a major disaster in a region you are in, one destructive enough to cause a city to completely fall to chaos. It could be releasing zombies on the populace, terror bombing all government services, or, in general, something that would completely lead to anyone being able to mount an appropriate response. Not only will you not be blamed for this initially, but a scapegoat will be automatically created to distract everyone from your plans. Until this scapegoat proves their innocence, you will have free rein to get whatever you want from the area. Be warned, though, just because everyone believes what they see on TV doesn't mean they are going to ignore what is in front of their eyes. Not to mention that the larger and more important the area you do this in, the more likely the scapegoat is going to be surprisingly competent.

Conspiracy Perks

Military Man [100cp]: We have been talking about a bunch of idiots and lowlives this entire time, when we really should be getting ready for war. You are professionally trained as a member of a special forces or mercenary unit, being both skilled with firearms and capable of fighting in hand-to-hand combat at close range. No normal zombie is going to be a threat to you with these skills, though there are things worse than zombies here.

Scott Free [100cp]: It sure would be nice if someone could actually pin your various crimes to you. Of course, with your skills, it's easier said than done.

You are skilled in erasing any possible evidence of your involvement in a crime. Any existing camera footage you know how to destroy, along with any future footage that could pin anything on you. You also know how to handle witnesses, knowing how to silence them by buying their silence with either money or a bullet, so no one can easily figure out what you did. This won't necessarily stop someone from figuring you out, but it definitely would complicate things.

Disarmament [200cp]: Ah, you are one of those bosses, are you?

When you are facing another individual, you are skilled in disarming them from any weapon they are currently holding. This does require you to be close enough to stun them, but the moment you can do so, you can knock the weapon right out of their hands and away from them. Needless to say, this gives you more than enough opportunity to continue wailing on them while they are helpless. If they are fragile enough, you could replicate this feat with the individual's actual arms with practice.

Kill And Replace [200cp]: While Frank West's retelling of the Fortune City incident does a lot to twist who was good and evil in their story, it introduces some elements which went to explain some of the bizarre discrepancies, such as how a certain character suddenly turned to evil.

You are an amazingly skilled actor, capable of disguising yourself as someone who you look similar enough to with ease. Not only that, but not only would your acting fool those not entirely familiar with who you are pretending to be, even those who would be directly underneath your impersonation target might be tricked by your disguise. Of course, sane people would likely figure out something is wrong if you act extremely out of character for the person in question, but someone who doesn't know the person directly will likely never catch on until you strike.

Ceiling Pharmacist [400cp]: The first dose of Zombrex was not made in a lab by some company after the outbreak. Indeed, it was instead made by Isabella Keyes in the middle of the Willamette incident, hiding in the ceiling of a room from special forces out to kill her, using incredibly imprecise tools to approximate a zombification suppressant that was made previously by her brother.

You are now capable of doing highly precise work with tools that would normally go against such precision. Use some cold spray and developing solution along with an ordinary blender as a means to process a chemical to create a zombie suppressant in a perfume bottle, or do surgery with only a little trauma using a sword. More importantly, this gives you the skills to understand how to develop drugs to counter the development of a zombie virus in a host, allowing them to avoid turning until the suppressant wears off.

Secured Legacy [400cp]: Despite everything Isabella Keyes did, from supporting her terroristic brother to purposely causing the Los Perdidos outbreak, she was ultimately remembered as the woman who finally rid the world of zombies forever, thanks to finally locating the one orphan with the cure in its blood. You, too, can now replicate this feat.

As long as you do enough good, all of your previous crimes will not only be forgiven, but forgotten. Everyone will only recall you for your moral exploits, and not for the evil you supported to get there. Of course, it's imperative that your "net good" that people are aware of remains above a certain threshold, or else all your other negative deeds will come back in an instant. Quite a simple boon, but I'm sure you understand its power.

Hemlock's Coup [600cp]: Here it is, the culmination of all of your efforts. After all, why settle for being second best in an organization when you are fully capable of ruling it yourself?

You can easily hijack schemes by others, diverting their plans to your own needs. A plan to find the one immune individual in a city to a disease could instead be turned to collecting novel bioweapons and convincing the population to universally wear GPS trackers on them, as well as killing your own boss who would be able to take the reins back. Even if the original scheme goes through, if they didn't deal with your own plans, the original schemers will find their victory hollow, to the point where even a completely successful plan may be ultimately brought to ruin by your own success.

Psychopath Perks

Keep Your Hands Off What's Mine! [100cp]: What is with all of these psychopaths and hostages? Pretty much all of them keep a hostage with them, either for torture or for their own ends. Worst of all, these hostages can seldom be saved without the death of the psychopath holding them.

Anyone you take hostage is completely under your mercy, being barely capable of fighting back against your abuse. Worse of all for would-be rescuers, attempts to rescue any of your hostages while you are nearby will inevitably fail, forcing them to face you first just to have a chance.

He's Just A Man! [100cp]: Hey, I understand. Maybe you are more well-meaning than most of these psychos, which we are covering. So, as a compromise, here is something which should make your life a bit easier.

You can now perfectly identify whether an individual is human (or some other sane sapient species, post-jump), or is instead simply a monster that looks like one. Of course, you could still choose to take the shot anyway, but surely if you are trying to distinguish between the two, you are willing to save your fellow man?

I'm The Big Man Now! [200cp]: Of course, instead of trying to avoid targeting survivors, perhaps you would rather proactively prey on those who would enter your territory? Of course, this could be a problem if your territory is the completely abandoned part of the mall with nothing useful for survivors to get. Thankfully, you have this perk.

People and things you are interested in hunting down seem passively drawn to whatever territory you control. Survivors search for food in an under-construction part of the mall with no food sources, and people might just try to take shelter in a place where there are no practical walls anywhere. Of course, once people are aware of the danger, they will avoid you, but that is hardly a problem if you get to them first.

Sin Battle [200cp]: It's kind of strange in the grand scheme of things that, despite generally being one of the loudest and most obvious individuals in the outbreak zones, psychopaths rarely if ever have to deal with zombies themselves. Sure, some of them will readily slaughter anything within their reach with equal desire, but many of them are literally right next to the horde yet are ignored.

You have an aura of ignorance when it comes to places you call your own, causing threats to pass you by in favor of others if possible. Zombies will only walk in

following others into your territory, and those less inclined to let you get away with your crimes will be surprisingly ignorant until someone less dangerous breaks the veil around you. Of course, it's perfectly possible for someone to wander into you by accident, but having even partial secrecy can be more than enough to protect you from harm, at least until your luck runs out.

Cult Leader [400cp]: Why should your insanity be contained to just yourself, when you can instead spread it to others? After all, the best way to protect yourself is to surround yourself with legions of followers.

You are capable of inspiring people to extreme levels of zealotry toward your cause, even to the point of sacrificing themselves to kill possible enemies in suicide attacks. This level of zealotry tends to need some kind of crisis in order to begin such an indoctrination, but once it occurs, you could convince hundreds whom you took under you to do your bidding. Please don't forget, however, that the real threat is the zombies, no matter how intimidating your minions may seem to even a skilled survivor.

"I AM ANTOINE!" [400cp]: Who knew that one of the most dangerous people in the Fortune City outbreak was not one of the elite mercenaries wandering around, who fall to a single shot of a gun, but a chef with delusions of finally making it big with his now (extremely) exotic cuisine?

Your delusions have made you far stronger and more durable than a human has any right to be, granting you practically infinite endurance as you face threats. This endurance notably makes you far more resistant to firearms than a normal individual, keeping you alive far longer than any other human, who took multiple shotgun blasts to the chest. Of course, if someone ever brings you to bear defeat, you might find this durability disappearing as reality crashes back down on you, but until then, you are practically invincible to the attacks of the average so-called survivor.

Firewater [600cp]: In another version of the Fortune City outbreak, Chuck Greene failed to make it to his daughter in time, driving him mad with grief. This would ultimately lead to him getting into conflict with Frank West himself, a fight which ultimately ended in his defeat. Yet after everything settled, Frank West turned to realize that the psychopath he defeated disappeared without a trace.

When you are defeated and on death's door, you can disappear the moment the one who would have killed you gets distracted for even a moment. This will teleport you to a nearby safe place for you to recover, while your opponent wonders if they were even fighting someone to begin with. This perk will help you once per jump or once

per decade, whichever is shorter, and said distraction will always occur in a believable way. Be glad that you will be fine when you fight any nutbars out there, at least the first time.

Items

You will receive a 50% discount for a single item in each of the following tiers: a combined **50/100cp** tier, as well as a **200cp**, **400cp**, and **600cp** tier. The discounted **50/100cp** item will instead be free. All items below **600cp** can be purchased multiple times.

Joke Weaponry [50cp]: Not everything is good at killing zombies. Indeed, a lot of the weapons you will see here are, plainly, unsuited to the task. Still, if you want one of these joke weapons, like the various frisbees or a real (toy) megabuster, this option is for you. When this item is destroyed or otherwise exhausted, you will receive a free replacement in your possession.

Basic Weaponry [100cp]: If you want a chance to survive here, you are going to want a weapon to protect yourself. Of course, considering the craziness of this world, we have to start off simple with what you can get. Choose any "basic" weapon from the games here, from lead pipes to battleaxes to standard firearms; you will get a single copy of this weapon to carry on your person as a means of self-defense. As a bonus, the moment you either destroy or lose the weapon, you will get a free replacement for it on your person, good as new and with replaced ammo if applicable.

Flash Photography [100cp]: It's hard to believe a wartime photographer like you would be caught dead without this: a camera of your own. Designed to take high-quality pictures on the move, it is the workhorse to provide your own pictures of the outbreak, with an infinite storage capacity of photos as long as you can feed its demanding battery. If you happen to lose this, you will get a replacement within a week, with all of your photos still on it.

Terror is Reality Catalogue [100cp]: Here it is: every season of Terror Is Reality, taped on the highest quality medium you possess. Here you can watch every season released to the public, and with seventeen total events, you can imagine it will take you a bit to get through. Curiously, you can use an accompanied mail-in order to invite four contestants into a simulated version of Terror is Reality to participate in killing the zombies from this world, as long as they agree. After they are finished, you will receive a tape of the session for your viewing pleasure. Obviously, you can participate as well, and while no prizes are on the line, it would be nice to recreate the adrenaline of zombie killing after this world.

Dead Rising Soundtrack [100cp]: Here it is; the entire soundtrack of the Dead Rising series, both on CD and mysterious following soundtrack variants. You can

choose if others can hear it if you are using the latter functionality, as well as if they react to it in particular.

Zombrex [200cp]: A miracle drug produced after the Willamette incident, Zombrex is a simple drug that, when injected into someone infected by zombies, suppresses the infection's progress, allowing them to avoid zombifying while they keep their dosage up. While this drug only allows for twenty-four hours of staving off the infection, that can be a godsend for those who need it.

By purchasing this item, you have two choices. One, you can get a week's supply of Zombrex, allowing you to temporarily suppress the infection in many individuals, which you will get restocked weekly. Alternatively, you can receive a single Zombrex Chip, intended to be inserted underneath the skin of an infected individual, which can indefinitely suppress the infection. This chip will be modified to remove its intentional design flaw and GPS tracking capabilities, but you will only receive one per jump. Regardless, Zombrex will keep working on other zombie infections in future jumps, keeping it useful in the future.

Boss Weaponry [200cp]: Now to provide you with the big guns, sometimes literally! This is identical to the Basic Weaponry item, but you can now choose any weapon held by one of the bosses in the series. Notably, any of these weapons will be far more effective than a non-boss variant, so even a similar weapon will be an improvement on what you had. For all your mini-chainsaw needs.

Psychotic Followers [200cp]: Sometimes, you just hope to have some friends. In your case, a legion of crazed followers will do just as well.

One purchase of this will get you a group of ten to fifty loyal survivors, all completely loyal to you. Their equipment will vary depending on how much you get, with ten of them being armed in special forces gear, while the fifty will just get an army of cultists with knives wearing raincoats in comparison. When members of this group die, they will gradually replenish over the course of a few days, so feel free to use them as a bludgeon, though even the strongest are not a match for some of the psychopaths you can find here.

Mixed Drink Pack [200cp]: I get it, it's appealing to face zombies willy-nilly, but it's important to consider other things when running around the mall. Here is a set of drinks that all have unique properties when imbibed. From turning your spit into a tiny fireball to decreasing the damage dealt by enemies to outright temporary invincibility, each of these is extremely useful if used right. You will get one of each drink that has appeared in the franchise, except Nectar. To get its effect, see the item below. Regardless, you will get replacements weekly.

Queen [400cp]: In the provided jar, you will receive a single member of the Ampulex Compressa Giganteus wasp. Capable of starting an outbreak when released by stinging humans, it has many other uses for those in the know. If you kill this wasp near a group of zombies, it will cause the entire group of zombies to suffer the aftereffects of its death, ultimately leading to their heads exploding. While this effect doesn't work on stronger versions of zombies, it is still enough to stun most of them, and notably, this works on any other zombies you might face in the future.

Additionally, purchasing this alongside the Combo Drink Pack will give you access to one more mixed drink, Nectar. When consumed, more queens can appear from killed zombies to be collected by you, as they are drawn to the sweet scent of the drink. Regardless, you will get a replacement wasp every week after you use it up, so use it wisely until then.

Combo Weaponry [400cp]: Time for the big guns, relatively speaking. With your purchase of this, you can choose any five combo weapons that exist in the setting. The same rules of the above Weaponry items apply, though replacements for these will instead be sent to your warehouse. A good offer if you don't want to make them yourself, though even these five are a fraction of what is on offer in this series.

Vehicle Keys [400cp]: Instead of trying to go for a weapon, why not get a sweet ride to tide you along instead? This option lets you get a single vehicle from the series, designed either for comfort or for combat. Whether this is a certain group of convicts' jeep with a machine gun on the back, a Sliceycle, or something far more mundane, this option has you covered.

Safe Room [400cp]: With all of these crazy things occurring, it's best to have a place to retreat and regroup. Most people cannot run endlessly after all, and if you lack a safe place to take any survivors it's going to be inevitable that someone gets bitten. At the beginning of every jump, you will get access to a safe room, stocked with enough food, water, and a portable generator for a somewhat comfortable experience for a large number of survivors. The primary entrance of this shelter is capable of sealing itself to prevent the undead hordes from accessing it, and an intentionally built vent access will let you and other survivors enter and leave without any chance of the undead hordes getting in. While this won't stop a determined attacker, or at least one better armed than zombies, it should be enough to hold out for a few days without issue.

Personal Mall [600cp]: The greatest sin of America, rampant consumerism! You have access to a fully functional mall, with a large variety of stores and plenty of

room to expand in case you want to give a chance for more local businesses. All stores in this complex are staffed fully by bound followers, and all maintenance is done by the overall staff under you. While not guaranteed to turn a profit by itself, its lack of maintenance needs will still keep it above net zero in costs. You may decide to take a copy of one of the existing malls in this setting, or get a brand new one of your design, as long as it has several distinct plazas as well as a central park area for consumers to relax in.

Capcom Heroes [600cp]: This feels a bit silly. In this closet, you have a large collection of cosplay outfits for various Capcom characters, from Megaman to Morrigan Aensland. Uniquely, whenever you don these outfits yourself, you temporarily gain the powers and equipment of the individual the suit represents! Now, before you get excited, I will warn you that the powers granted by the outfits usually pale in comparison to the original users. That being said, slaughtering zombies should be a breeze with all the outfits that it provides. All outfits return to the closet if destroyed or lost.

Exo Suit [600cp]: During the second Willamette outbreak, a major tool in use was these Exo Suits, originally designed as a means of facing stronger and stronger zombie threats. Effectively a suit of power armor, wearing one of these granted the wearer the strength to kick cars into hordes with ease, as well as increased survivability from attacks, with the only major flaws being its currently severely limited battery life and a built-in self-destruct feature being mandatory to activate if removed.

While that sounds fun, I feel like you deserve a slightly better version for your purchase. With a whopping ten minutes of battery life and its mandatory self-destruct disabled, this Exo Suit is more than top of the line in the world. Better yet, with **Tape It or Die!**, you can further modify this machine to be an engine of elemental and zombie destruction. As a final cherry on top, it will gradually regain charge when unused, recharging itself in thirty minutes. If you somehow get this thing destroyed, you will get another in a month, so take care of it.

Evo Zombie Creator [600cp]: Little did anyone know, after the failure of the beef production project by Barnaby, he turned to a different pursuit: immortality. Born out of an attempt to grant immortality and prevent the zombie condition, it instead granted any individual zombie who entered it a highly mobile and dangerous form, capable of ridiculous feats of agility and strength unseen in the hordes.

In your case, if you place an individual zombie in here, this device will create an Evolved Zombie of its type, vastly increasing its capabilities. If you instead put someone on the verge of turning into it, the resulting zombie will also retain their

intelligence, though it's likely they will suffer extreme mental deterioration. Finally, if you yourself decide to dive into the creator, you may gain an Evolved Zombie alt-form, equivalent to Calder sans his Evo Suit, while fully retaining your intelligence and insanity.

Note the means of controlling these zombies is NOT included, so you'd best figure that out before creating that undead army.

Companions

Import/Create Companions[50cp, 200cp for 8]: Want to bring a few more people to face the outbreak? With this, you can either import or create a new ally in this fight. They get a background, as well as 600cp to spend as you see fit. Any ally created through this method will be of an appearance and personality of your choosing.

Canon Companion [100cp]: Decided you want to bring someone else from this world? Interested in a certain asshole reporter, or perhaps you want someone else. With this, as long as you convince them to join you, they will follow you into your chain, with all their canon abilities.

Drawbacks

Long Haul [+0]: Upset that you won't be able to interact with the timeline as a whole? Want to change the fates of a lot more outbreaks than whichever ones you were in? Never fear! You may remain in this world for as long as you wish, up until the end of the final outbreak on the timeline. Be warned, for your other drawbacks will also not cease until this end date as well.

Let's Ignore That One [+0]: You may choose to render the fourth game in the series, Dead Rising 4, non-canon to your chain, along with all of its changes to the story. While I suspect, in case the series continues past this document, that this will be futile, at least enjoy what parts of canon that remain.

Saferoom Revolt [+100cp]: What is with all of the other survivors around here? Instead of staying put in the safe room, it seems that not half a day will pass before many of these idiots will decide that it would be better to leave safety in order to go somewhere else. Not to mention the lengths you have to go to in order to get these people to the safe room in the first place, given their complete lack of survival instincts. All survivors now have the intelligence of the ones from the original game, which is to say they completely lack it.

Save Them All [+100cp]: You are a good person. This means that instead of leaving survivors to their deaths whenever you find them, you have an unbeatable urge to save them whenever you hear about their predicament. Thankfully, you aren't compelled to save survivors you don't know about, but fate has a tendency to make at least a few of them known to you, even if you feel like hiding in a safe room for the entirety of the outbreak.

For the love of God, do not take this drawback with the above one, for your own sanity.

Vanilla Weaponry [+100cp]: After zombies became known to the world, groups like Tape It Or Die came around and showed the world how you could turn common items or weapons into dangerous tools to fight back against the zombie hordes. But with such a variety of weapons on display, it would be a shame to abandon what you find around you just to get that fancy pair of knife gloves. You are now unable to use any equipment that you would not normally find within the outbreak areas. This includes your existing weaponry, so no pulling out that fancy fantasy sword to get around this.

Have To Wait [+100cp]: It would be nice to be able to leave these outbreak locations early, right? While it would definitely be difficult, seeing as some people manage to break in just fine, surely it wouldn't be too hard to get out as well with a bit of work. Unfortunately for you, this is no longer an option, with any attempt to escape before the canonical "end" of an outbreak being doomed to fail. I hope you are ready to find a safe place to hide, because there is no leaving until the end.

Diurnal [+200cp]: Normally, zombies are nocturnal in nature. While they are active during the day, they get noticeably more aggressive and durable at night, making it dangerous to face them in the evening hours. Unfortunately for you, these changes now carry over to the day, making zombies always very aggressive and unusually durable.

Own Little World [+200cp]: Whether you are a psycho or not, you have become quite a bit delusional. Instead of treating the outbreak with the needed tact in order to survive, you instead seem to be acting like nothing has changed at all. Perhaps you really want to finish winning this poker tournament, or you'll keep preparing for a critique of your work which will never arrive. Regardless, your inability to face reality will cause you to lash out at others and refuse safety, at least until you are dragged back into reality by force... at least, until the next time you snap.

Psycho! [+200cp]: Some people cannot handle a crisis like the one you are going through well. Maybe they lose a loved one, maybe whatever power they get when society collapses goes to their head, or perhaps they are in a shit mood. Regardless of the reason, these psychos proceed to turn against other survivors, managing to survive despite the outbreak around them. You will have to face these crazed individuals often, with their superhuman toughness to attack, making them more resistant than any zombie. At least other survivors near them will be grateful.

Wait, That Was A Thing? [+200cp]: In the original experiments with Ampulex Compressa Giganteus, it was discovered that more than just humans were zombified by the insect, with other animals also being affected. Despite this, except for a certain poodle, zombie animals never really show up in the series. This is no longer true; no matter what outbreak you are in, zombie animals now seem to mingle with the undead hordes, as pets are zombified just as much as their owners. While many pets may not seem like a big threat, you'd best learn to fear packs of zombified dogs ready to kill you as much as any zombie.

Infected [+300cp]: Congratulations, you are one of the unlucky few who got infected by the Ampulex Compressa Giganteus species of genetically modified wasps. The good news is that with the appropriate steps, even someone without any tools can create something to suppress the infection. The bad news? Your situation is chronic and

incurable, even if you possess the **Number Twelve** perk above. For the entirety of your time here, you must manage this infection, or else you will zombify and die, ending your Chain.

Terror is Reality [+300cp]: I'm sure you feel like you are going to be on top of the world here, with all of your outside context powers and similar advantages. But the people who survived here never needed those advantages, so why should you have them? You will be stripped down to your bodymod, losing access to all your existing perks, items, and your Warehouse. Any Companion you bring in will also be stripped down to a more human level as well, so don't think bringing help will change anything.

This drawback cannot be taken if this is your first jump. It's hardly a drawback if there is nothing to take away, after all.

Zombie UnGenocider [+300cp]: Where the hell are all of these zombies coming from? No matter how many you kill, there always seems to be more. Even if you kill the entire population of the outbreak zone, the best you can expect is for a small region around you to be clear, with zombies popping in out of nowhere out of sight. Thankfully, these endless hordes seem to be limited to active outbreak areas, but you can never fully clear them out before the outbreaks are "supposed" to end.

Mutants [+300cp]: When a certain gas is released amongst zombies, a terrifying mutation occurs within them. The wasp queens inside these zombies begin to rapidly mature, and cause the zombie containing them to become far faster and more durable, ultimately being leagues more dangerous than even the existing zombies at night. These zombies were enough to wipe out the military being sent in to mop them up when only limited numbers existed.

And now? Every zombie naturally is a gas zombie, without needing any gas to change them. Worse, if they are gassed again, these zombies will become positively superhuman, changing into the Zombie Kings that appeared in the Los Perdidos outbreak, further making surrounding zombies more durable. Please try to survive, Jumper, for it is a long shot for all but the most badass survivors to deal with this threat.

Seemingly Endless Orphans [+600cp]: Carlito had created a plan to destroy the country that he hated most. Fifty orphans were infected with the Ampulex Compressa Giganteus larva, which was then forcibly suppressed in order to make them ticking time bombs. Originally, this would only destroy cities in the United States of America, but this Drawback creates a more global issue.

Now, every single orphan will relapse and transform into a zombie at your chosen start date. Worse, Carlito had spread his efforts against more countries, as revenge for his home could not just rest with the United States of America - they would have done the same to what he loved eventually.

Now, every major city worldwide has an orphan transported to it, one who is now a zombie. A worldwide outbreak, one which humanity is hardly ready for, and for which there is no cure. I hope those points are worth it, because you will need them.

Endings

Your time in this world is over, whether by victory or by your unfortunate end.
Regardless, its time to make a choice.

Go Home: You had enough jumping; maybe you got everything you wanted out of it, or perhaps you got convinced to quit after an outbreak like this one. You will return to your home on your Earth, with everything you have gained on your journeys. If you permanently die or zombify here, you must select this option.

Stay Here: You wish to stay here? Perhaps you enjoyed this world's campy charm? Regardless, you will remain here, and all other worlds you have been to will resume. Still, have a stipend of **+1000cp** to spend before you return to your life here.

Continue Jumping: This jump will not be the last. Time here will freeze, and you may continue your chain into your next jump.

Notes

Thank you to the original maker of the Dead Rising gauntlet for your efforts in making the original jump, even if this document is meant as a replacement for those who didn't want to jump it.

If you have some kind of uncapping perk to use with **Prestige Points**, you will randomly get various stat ups every time you level up beyond the basic limit of fifty. You will occasionally get new martial art moves based on your increasing capabilities, but expect these to get increasingly rare the higher you go.

If you take **Tape It or DIE!** alongside **Prestige Points**, you will receive Combo Cards for weapons that will increase the usability and Prestige Point gains for kills made using them. Combo Cards can be recieved also in situations where there is sufficient inspiration for them (such as seeing movie posters with interesting weapons on them) as well as randomly as you level up. Finally, as you encounter more things in future worlds, you may randomly get new inspirations for combo weapons related to what you find.

The **Mixed Drink Pack** has the following drinks, in case you are not aware of each of the effects:

- Energizer: Carried in a green thermos, this drink grants ten seconds of outright invulnerability from harm while active.
- Painkiller: Carried in a light blue thermos, drinking this grants a full minute where all attacks will deal half damage.
- Quick Step: Carried in a white thermos, drinking this will triple your movement speed for a minute, allowing you to zoom past zombies, though it has no effect on your attack speed.
- Repulse: Carried in a purple thermos, imbibing in this drink will cause zombies to actively ignore your presence for a minute, as well as other unintelligent threats in future worlds.
- Zombait: Carried in a pink thermos, this has the opposite effect to Repulse, causing zombies (and other unintelligent creatures in future worlds) to be attracted to your position.
- Untouchable: Stored in a red container, this drink improves your limberness, making it all but impossible for people and zombies to grab you for a minute.
- Spitfire: stored in a dark blue thermos, turns your spit into flames, allowing you to burn nearby threats for a minute.
- Regen: Stored in a light pink thermos, this drink causes you to regenerate for a short period of time from your wounds.
- Nectar (Requires the Queen Item): Stored in a yellow thermos, drinking it will spawn a Queen out of nowhere, as well as attracting queens to your

position, both by attracting queens currently in hosts as well as currently floating through the air. There is also something special if you give a Queen some of this...

All of these drinks will also provide a strong immediate healing effect if you have **Edible Health**. While all drinks can be created independently with **Tape It or Die!**, without the **Queen** item, Nectar will have no special effect in future jumps.

Version History

0.1: Document created. Jumpable WIP released.

- Original versions of all perks or items completed.

1.0: Document officially completed.

- Cosplay Outfits renamed Capcom Heroes, because that's what it is.
- Added 50cp item, **Joke Weaponry**, so there is an option if someone just wants to import a single companion and not have remaining CP. And so people can buy twenty toy megabusters as opposed to ten with all the CP they start with, if they so choose.
- Various other spelling and grammatical corrections.

1.0.1:

- Fixed an issue with the Mixed Drink Pack item that made it not get replaced if used.

1.0.2:

- Tried to clarify the discount system for items a bit more.
- Added a note about receiving combo cards and future combo weapons in future jumps.